#### Drawings:

FIG. 1

#### REPORTER Learning Process 1 of 12

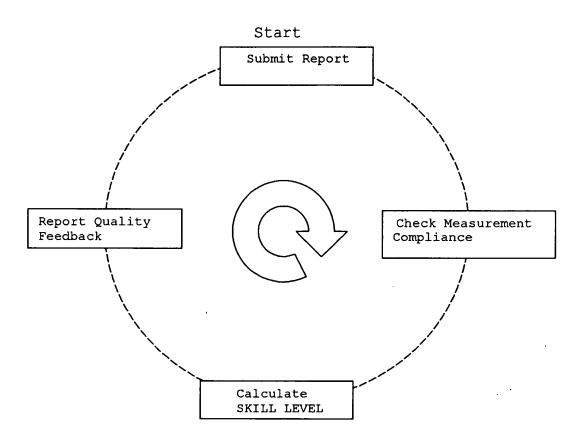


FIG. 2 Team-member Learning Process 2 of 12

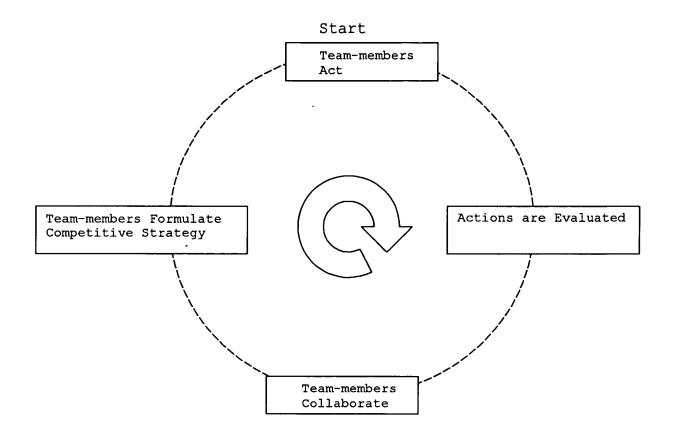
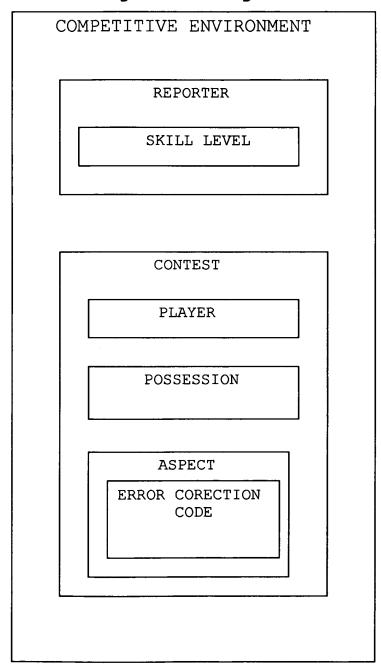


FIG. 3 3 of 12

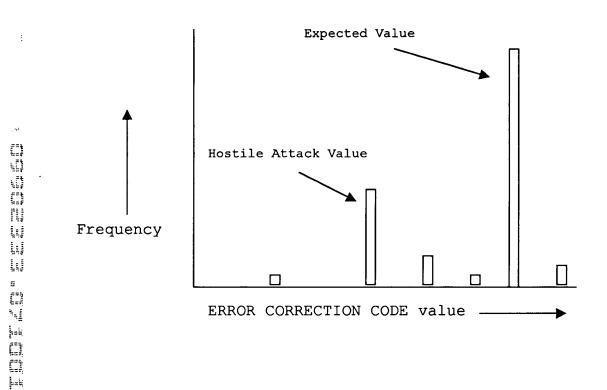
# Containment Diagram Showing Abstract Objects



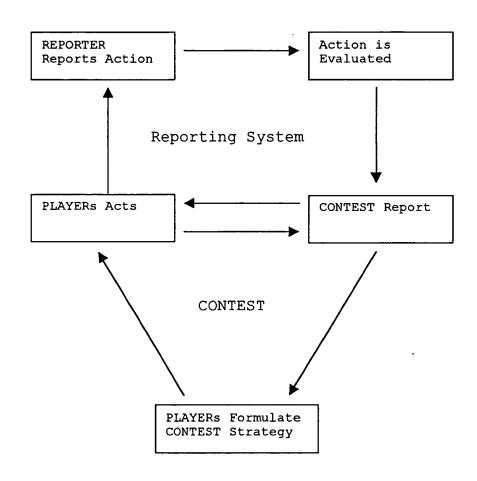
#### FIG. 4 Reporting System Components 4 of 12

Reporter Administration System Registration Mechanism 100 Login Mechanism 200 Sign-up Mechanism 300 Report Management System Capture Mechanism 400 Parser Mechanism 500 Filter Mechanism 600 Assembly Mechanism 700 Scoring Mechanism 800 Publishing Mechanism 900 Quality Feedback System QC Mechanism 1000 Email Mechanism 1100 Chat Mechanism 1200

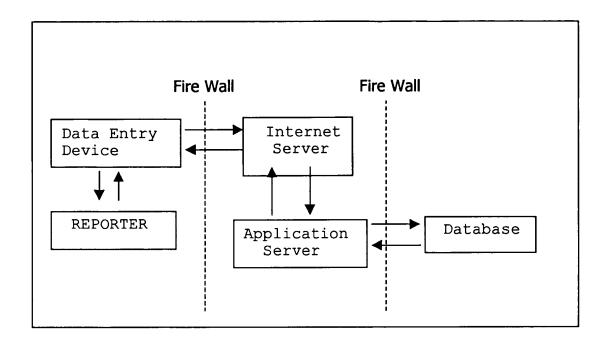
FIG. 5 Representative ASPECT Report 5 of 12



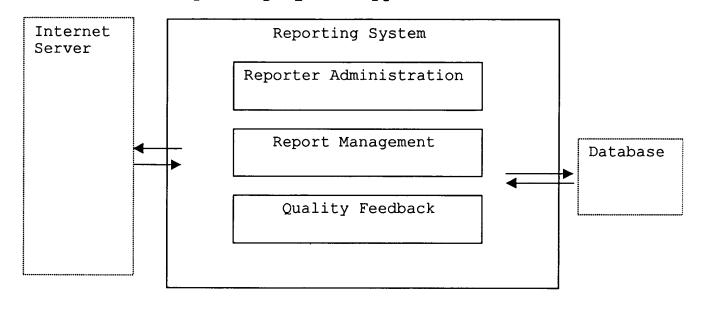
# FIG. 6 Reporting System/PLAYER Interaction 6 of 12



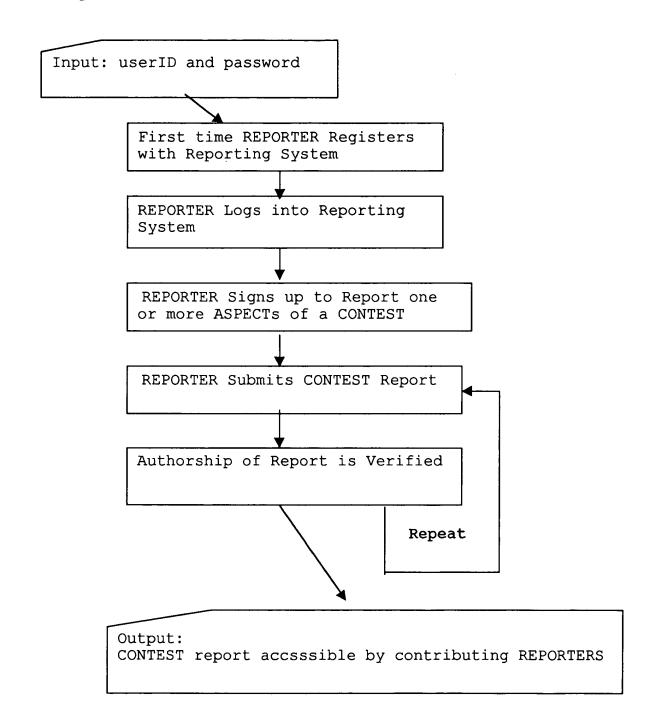
# FIG. 7 Reporting System Configuration 7 of 12



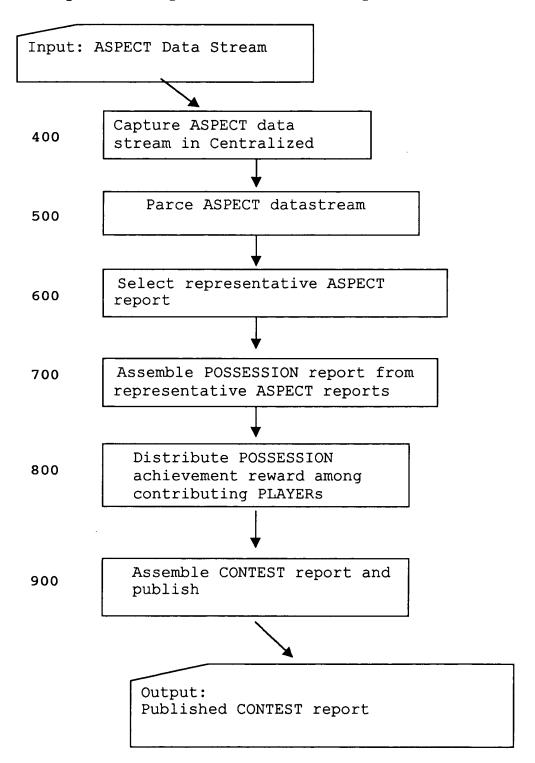
# Reporting System Application Server



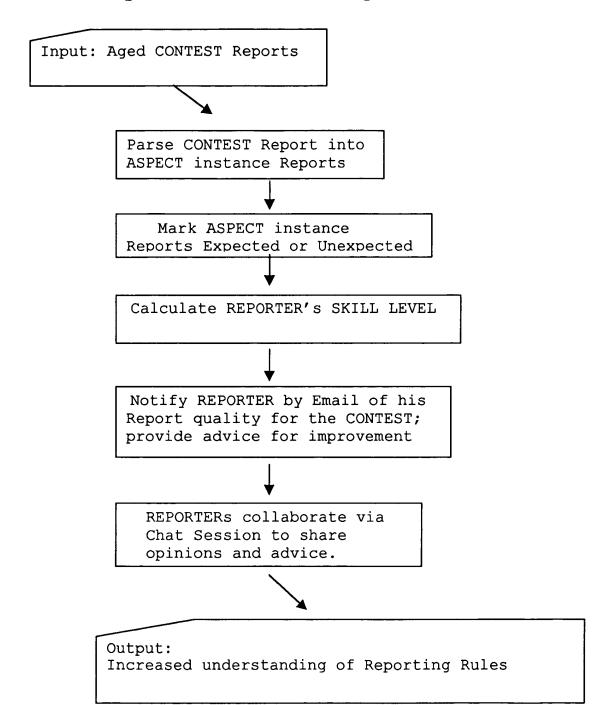
#### FIG. 9 Reporter Administration Process 9 of 12



#### FIG. 10 Report Management Process Sequence 10 of 12



# FIG. 11 Quality Feedback Process Sequence 11 of 12



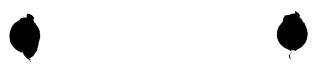


FIG. 12 PLAYER managed Reward System 12 of 12

